

### **Amendments to the Claims:**

This listing of Claims will replace all prior versions, and listings, of Claims in the application:

### **Listing of Claims:**

Claim 1 (currently amended):     A method of operating a gaming system, said method comprising:

(a) at a first point in time, causing at least one determining, via a processor of a wagering game device operable to execute a plurality of instructions to facilitate a wagering game,

(i) determine a first current time; and

(ii) determining, via the processor, determine a second reference time, wherein, at the first point in time, the determined reference time is different than the determined current time; and

(b) at a second, different point in time, causing the at least one processor to execute the plurality of instructions to:

(i) causing, via the processor, a gaming device to enter a bonus game based on the first time matching determine that the second point in time has a predetermined relationship to the determined reference time; and

(ii) cause at least one display device to display a first play of a , wherein at least one attribute of the bonus game, said first play of the is different than the at least one attribute otherwise would be if entry to the same bonus game having a was not provided based on the first average expected payout which is based, at least in part, on the second point in time matching having the predetermined relationship to the second determined reference time; and

(c) at a third, different point in time, causing the at least one processor to execute the plurality of instructions to:

(i) determine a triggering event has occurred, the triggering event occurring independent of the third point in time; and

(ii) cause the at least one display device to display a second, different play of the bonus game, said second, different play of the bonus game having a second, different average expected payout.

Claim 2 (canceled).

Claim 3 (currently amended): The method of claim 1, wherein determining a first-reference time includes determining a beginning of a next hour.

Claim 4 (currently amended): The method of claim 1, wherein determining a first-reference time includes determining a time that is a predetermined number of minutes before a beginning of a next hour.

Claim 5 (canceled).

Claim 6 (currently amended): The method of claim 1, ~~further including which includes~~ determining whether a player has satisfied at least one criterion; ~~and, wherein providing includes providing, based on the first time matching the second time and the determining of whether the display of said first play of said bonus game is based, at least in part, on the player has satisfying~~ the at least one criterion, ~~entry into the bonus game.~~

Claim 7 (currently amended): The method of claim 6, wherein determining whether a player has satisfied at least one criterion includes determining whether the player has made a specified number of handle pulls at a the wagering gameing device.

Claim 8 (currently amended): The method of claim 6, wherein determining whether a player has satisfied at least one criterion includes determining whether the player has made a specified number of handle pulls at a the wagering gameing device within a time interval beginning a specified period of time prior to the first-determined reference time, and ending with the first-determined reference time.

Claim 9 (currently amended): The method of claim 8, wherein determining whether a player has satisfied at least one criterion includes determining whether the player has made a specified number of handle pulls at a ~~the wagering gameing~~ device within a time interval beginning one hour prior to the ~~first-determined reference~~ time, and ending with the ~~first-determined reference~~ time.

Claim 10 (currently amended): The method of claim 6, wherein determining whether a player has satisfied at least one criterion includes determining whether the player has wagered, at a ~~the wagering gameing~~ device, an amount of currency whose aggregate value ~~equals or exceeds~~ is at least a specified value, within a time interval beginning a specified period of time prior to the ~~first-determined reference~~ time, and ending with the ~~first-determined reference~~ time.

Claim 11 (currently amended): The method of claim 6~~5~~, wherein determining whether a player has satisfied at least one criterion includes determining whether the player has paid, in taxes to a ~~the wagering gameing~~ device, an amount of currency whose aggregate value ~~equals or exceeds~~ is at least a specified value, within a time interval beginning a specified period of time prior to the ~~first-determined reference~~ time, and ending with the ~~first-determined reference~~ time.

Claim 12 (currently amended): The method of claim 6, wherein determining whether a player has satisfied at least one criterion includes determining whether the player has maintained a specified average rate of play at a ~~the wagering gameing~~ device within a time interval beginning a specified period of time prior to the ~~first-determined reference~~ time, and ending with the ~~first-determined reference~~ time.

Claim 13 (canceled).

Claim 14 (currently amended): The method of claim 65, wherein determining whether a player has satisfied at least one criterion includes determining whether the player has paid a fee to ~~a~~the wagering game~~ing~~ device in exchange for insurance that the player will be provided entry into asaid first play of the bonus game.

Claim 15 (withdrawn): A method comprising:  
determining a reference time;  
receiving, from a player, a quantity of wagers whose aggregate value meets or exceeds a specified value;  
determining, deterministically, a type of bonus game; and  
providing entry into the bonus game in temporal proximity to the reference time.

Claim 16 (withdrawn): The method of claim 15,  
wherein determining a reference time includes determining, deterministically, a reference time.

Claims 17 to 18 (canceled).

Claim 19 (withdrawn): A method comprising:  
directing a first gaming device to provide, at a specified time, entry into a first bonus game; and  
directing a second gaming device to provide, at the specified time, entry into a second bonus game.

Claim 20 (withdrawn): A method comprising:  
determining a specified time deterministically;  
directing a first gaming device to provide entry into a bonus game at the specified time; and  
directing a second gaming device to provide entry into the bonus game at the specified time.

Claim 21 (withdrawn): A method comprising:  
determining a bonus game for a first gaming device;  
determining, independently of determining the first bonus game, a second bonus game for a second gaming device;  
directing the first gaming device to provide entry into the first bonus game at a specified time; and  
directing the second gaming device to provide entry into the second bonus game at the specified time.

Claim 22 (withdrawn): A method comprising:  
generating an outcome;  
determining a payout associated with the outcome;  
apportioning the payout into a first payment and a second payment;  
providing, at a first time, the first payment; and  
applying, at a second time, the second payment toward a cost to play a bonus game.

Claim 23 (withdrawn): The method of claim 22,  
wherein providing, at a first time, includes providing, at a first time that has been determined randomly, the first payment; and  
wherein applying, at a second time, includes applying, at a second time that has been determined deterministically, the second payment.

Claim 24 (withdrawn): The method of 22,  
wherein apportioning includes apportioning, based on a predetermined percentage, the payout amount into a first payment and a second payment.

Claim 25 (withdrawn): A method comprising:  
determining a first time;  
determining a second time; and  
initiating, based on the first time matching the second time, play of a bonus game.

Claim 26 (withdrawn): A system comprising:  
a processor;  
a memory coupled to the processor; and  
a program stored in the memory including instructions operable to:  
determine a first time;  
determine a second time; and  
provide, based on the first time matching the second time, entry into a bonus game of a gaming device.

Claim 27 (withdrawn): The system of claim 26,  
wherein the program further includes instructions to:  
determine a reference time;  
determine a current time; and  
provide, based on the first time matching the second time, entry into the bonus game.

Claim 28 (withdrawn): The system of claim 26,  
wherein the program further includes instructions to:  
determine a beginning of a next hour.

Claim 29 (withdrawn): The system of claim 26,  
wherein the program further includes instructions to:  
determine a time that is a predetermined number of minutes before a beginning of a next hour.

Claim 30 (withdrawn):      The system of claim 26,  
wherein the program further includes instructions to:  
        determine a type of the bonus round deterministically.

Claim 31 (withdrawn):      A system comprising:  
a processor;  
a memory coupled to the processor; and  
a program stored in the memory including instructions operable to:  
        determine a first time;  
        determine a second time; and  
        initiate, based on the first time matching the second time, play of a bonus  
game.

Claim 32 (withdrawn): A method comprising:

- determining a reference time;
- determining a current time;
- determining whether a player of a gaming device has satisfied at least one criterion;
- determining a type of bonus game deterministically and independently of any prior outcomes generated by the gaming device; and
- providing, based on the first time matching the second time and the determining whether a player of a gaming device has satisfied at least one criterion, entry into the bonus game at the gaming device,
- wherein determining a reference time includes determining a time that is a predetermined number of minutes before or after a beginning of a next hour,
- wherein the at least one criterion includes the player has paid, in taxes to the gaming device, an amount of currency whose aggregate value equals or exceeds a specified value, within a time interval beginning a specified period of time prior to the reference time, and ending with the reference time, and
- wherein the at least one criterion further includes the player is present at the gaming device at the reference time.

Claim 33 to 34 (canceled).